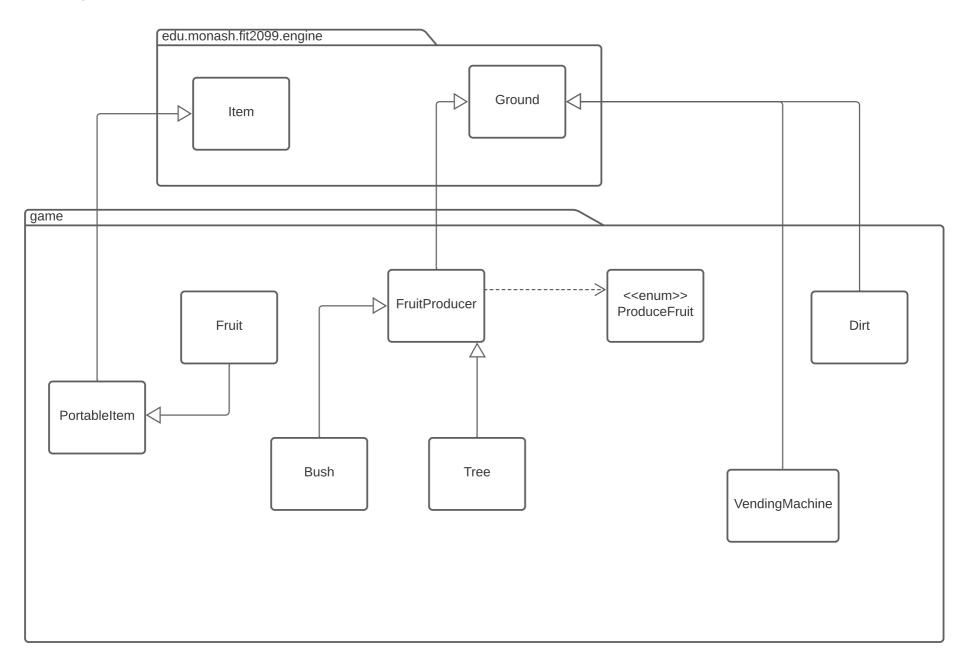
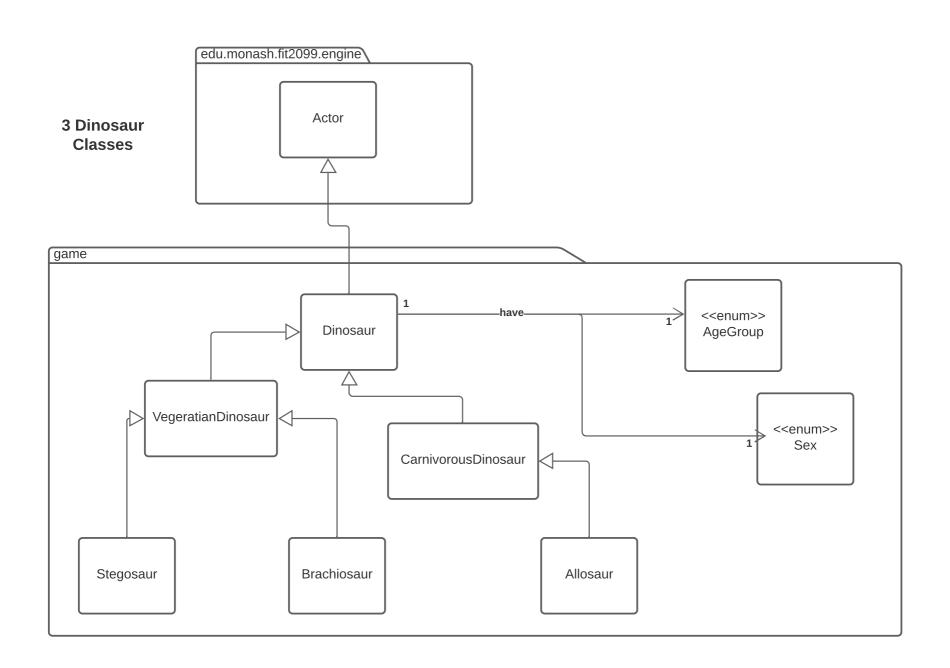
Updated UML diagrams Assignment 2 Group: Tute07Team82

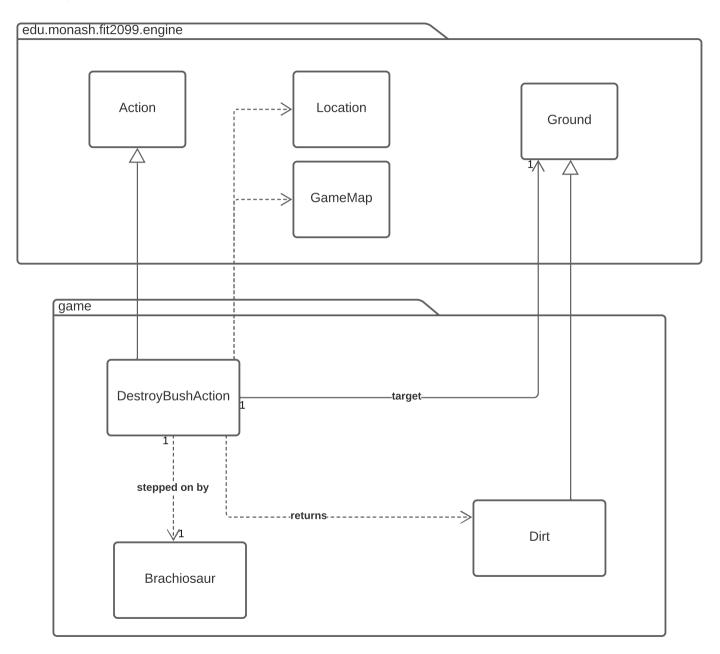
only contains updated diagrams that were changed from assignment 1

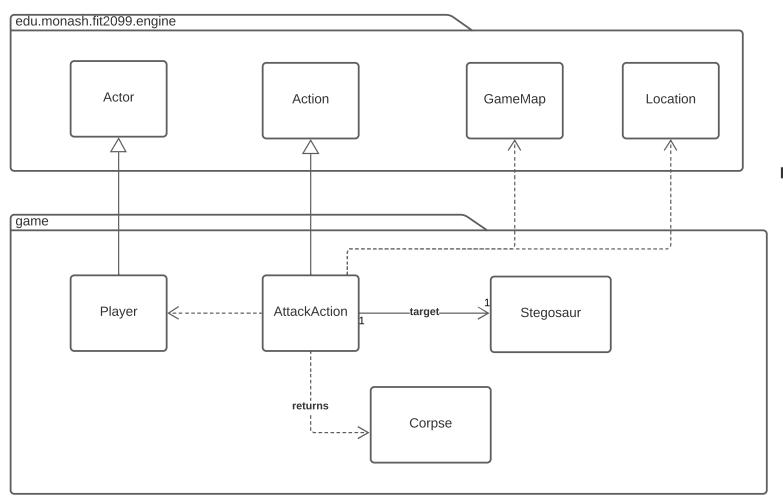
Items that populate the Park GameMap



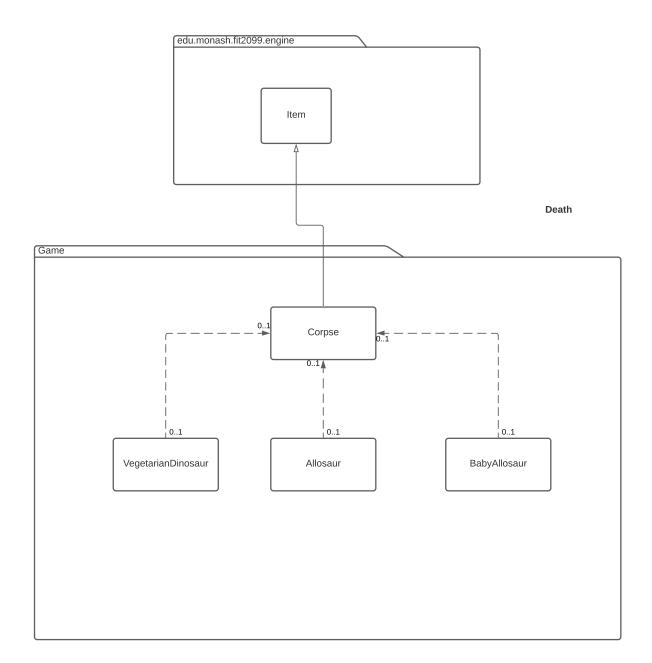


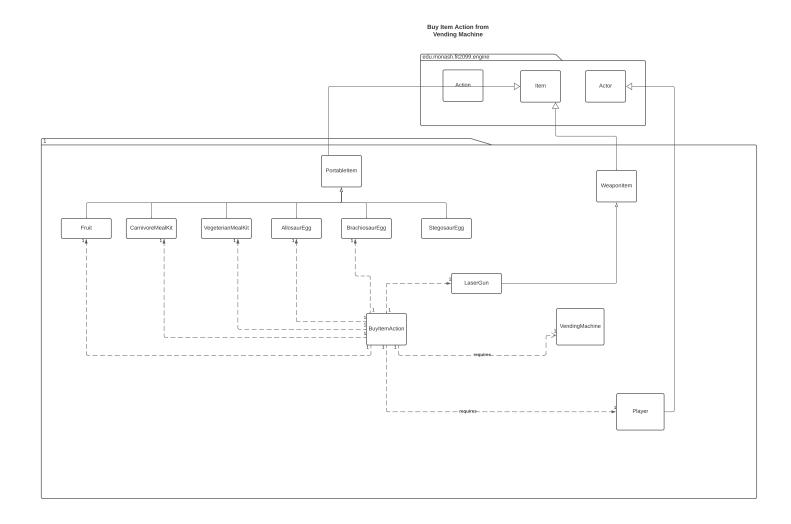
DestroyBushAction

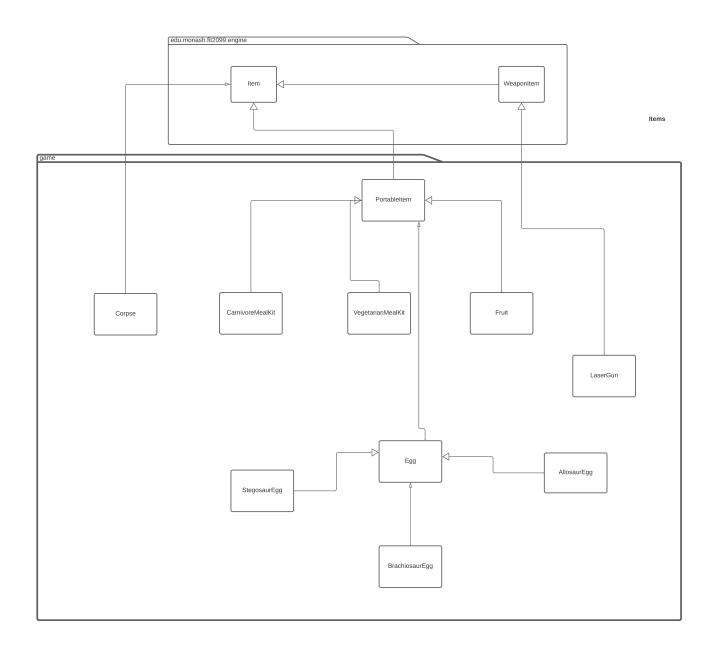


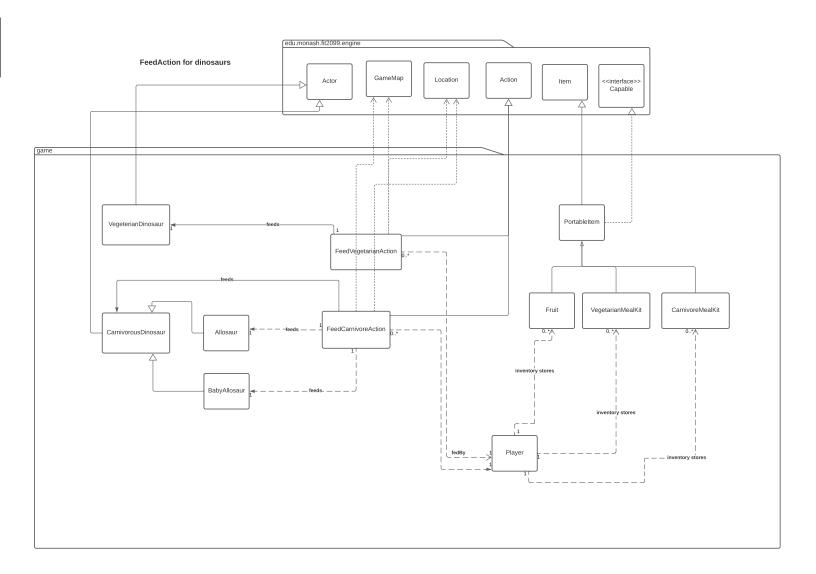


Player attacks Stegosaur to control its population

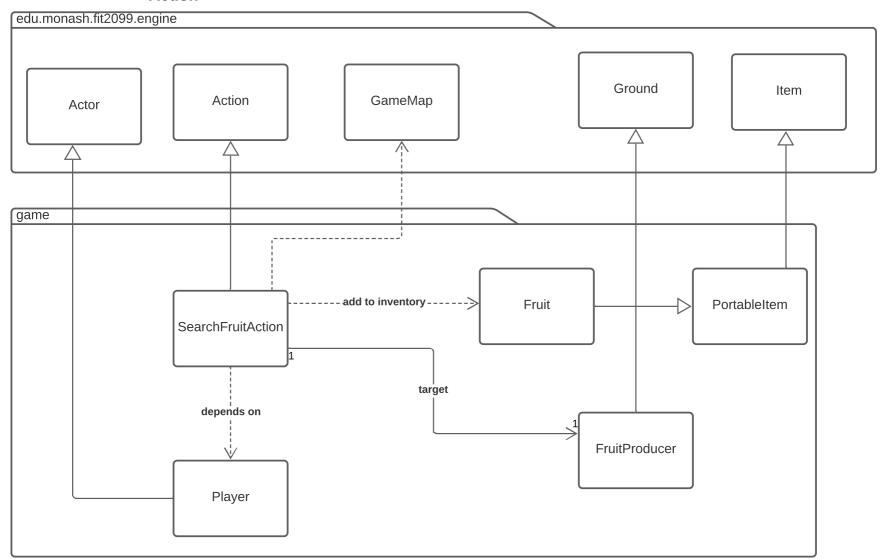




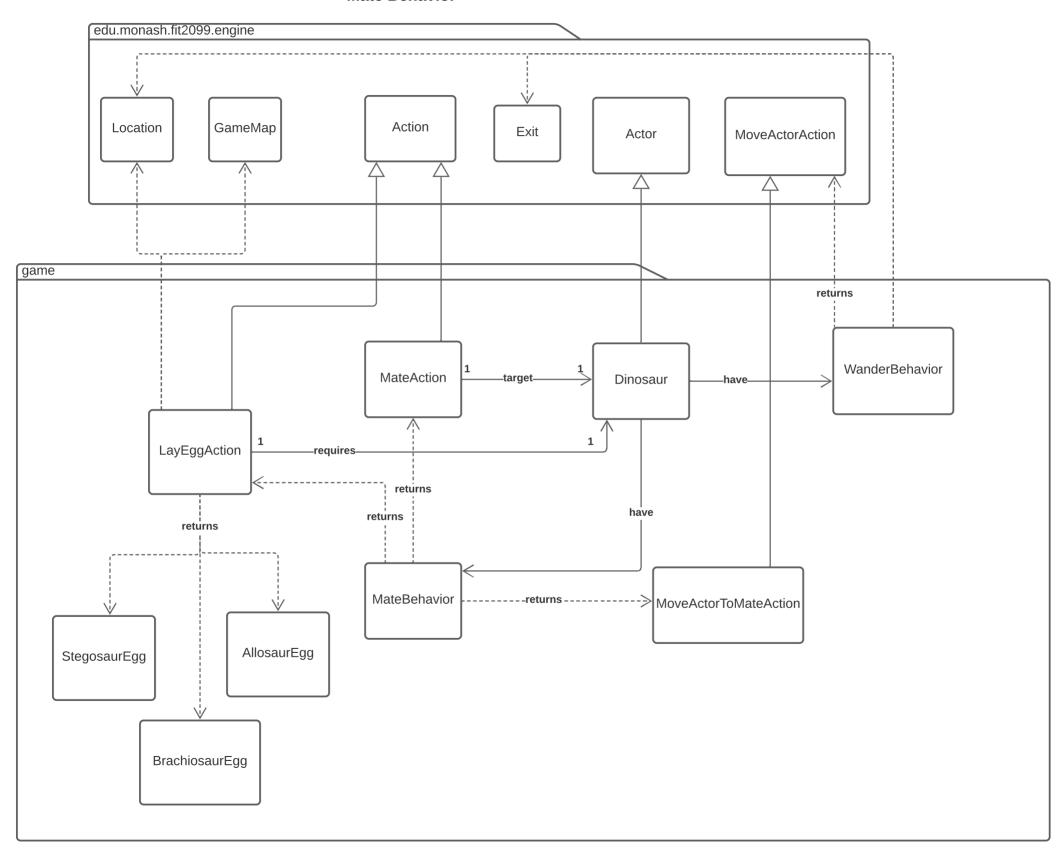




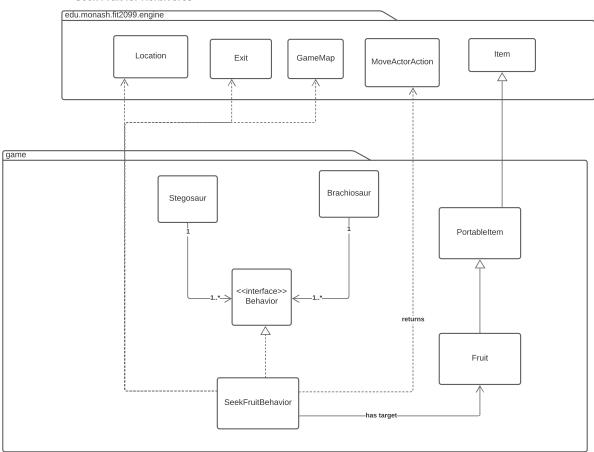
Search Fruit Action



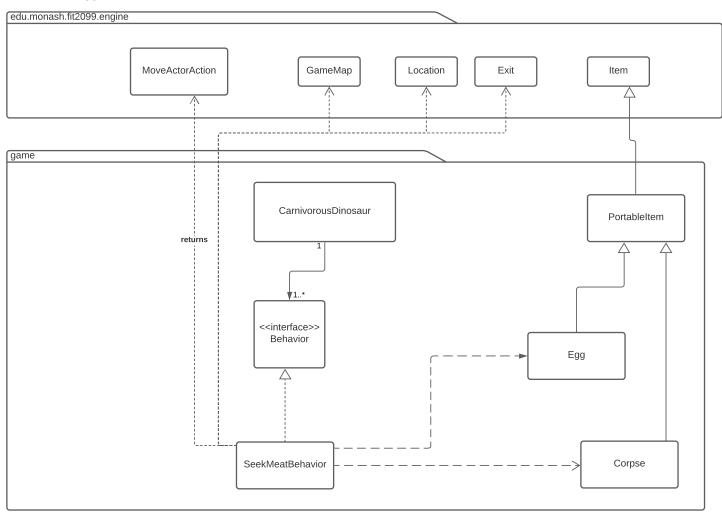
Mate Behavior



Seek Fruit for Herbivores



Seek Meat/Egg for Carnivore



FeedVegeterianAction class							
Note: This sequence diagram is for the action of feeding a vegeterian dinosaur, and it would be identical to feeding Allosaurs as well, except instead of searching the inventory for fruits and vegeterian mealklis, we can search for carrivore meal kits.		:FeedSteg	asourAction ste	egosoaur:Stegosaur	actor:Actor	item : Item	scanner:Scanner
	execute(actor:Actor, map:Ga	meMap):Stripg	toString():String				
Con	name + "tries to fee + stegosaurName	ed"	getName():Strin	 !			
opt		HitPoints()]					
			getInventory():List<	tem>	→		
	Loop [for i < inventory.size()]		inventory getDisplayChar():	ihar I			
	Alternativle [inventory.get(i).getDisplay	yChar = 'f']	hasFruits:Boolean				
	[inventory.get(i).getDispla;			-			
			hasVmKits:Boolean	ا ا ا ا			
	opt						
[if (hasFruits&&hasVmKits]			next():String				!
	Alternative [if option.equals("A")]		feedFruit():int				
success meessage + increased to an (afterFeeding)	lount		removeltemFromInver)) 		
•	[Else if option.equals("B")]					. – – – – – – – – – – – – – – – – – – –	
			afterFeeding				
success meessage + increased to am (afterFeeding)	ount		removeltemFromInver	 	tion))		
	opt [Else if hasFruits && !hasVmKits]		feedFruit():int				
success meessage + increased to amdunt			afterFeeding removeItemFromInvel	 	»		
(afterFeeding)	opt [Else if !hasFruits && hasVmKits]		feedFruit():int				
			afterFeeding				
success meessage + increased to amo (afterFeeding)	opt		removeltemFrominver	ntory(inventory.get(mealKitPosi	tion))		
No feedable items in inventory This block represents if (lhasFruits && flasYmiKits)	[Else]			 			
наачимај			 				<u> </u>